

FIG. 1

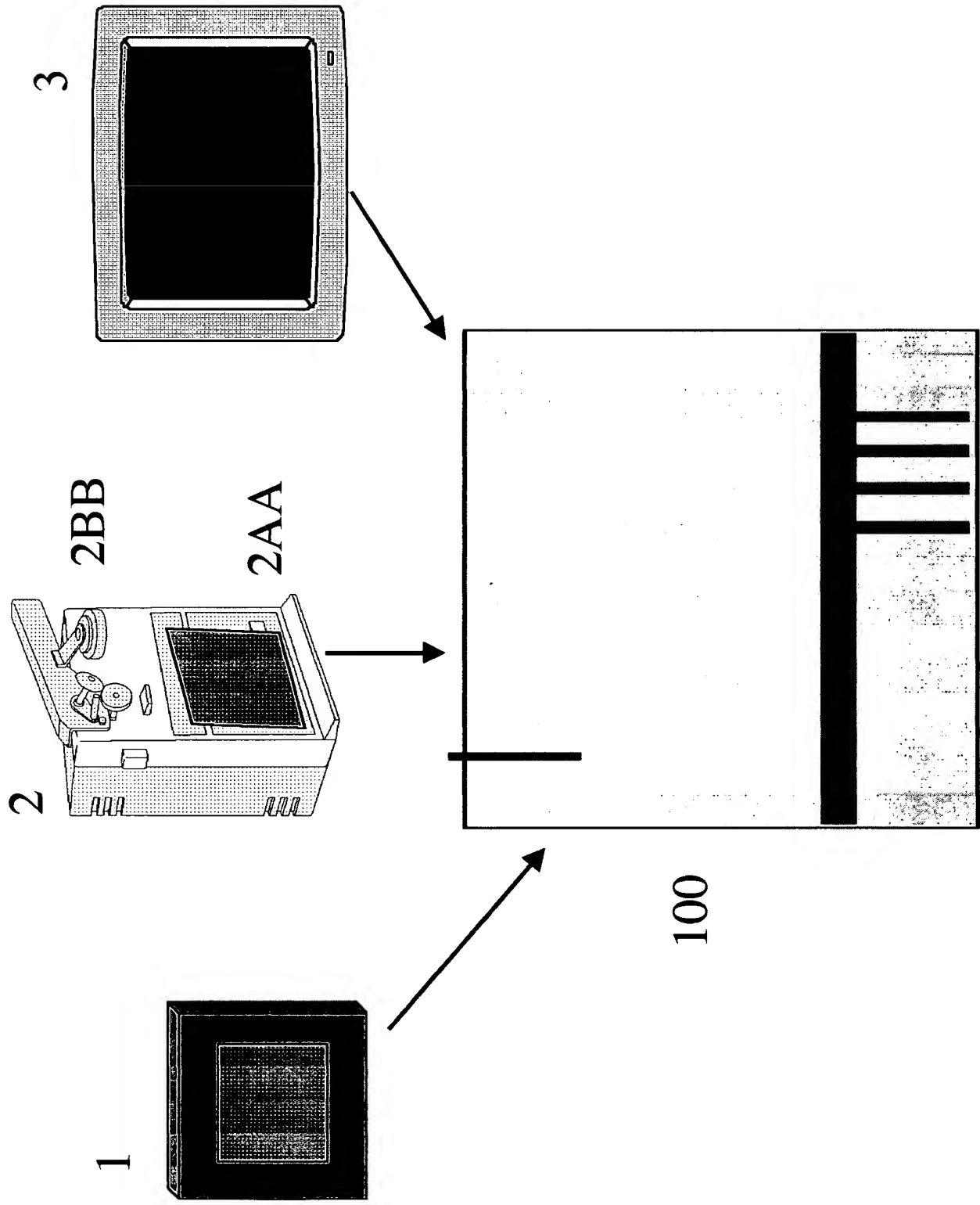


FIG. 2

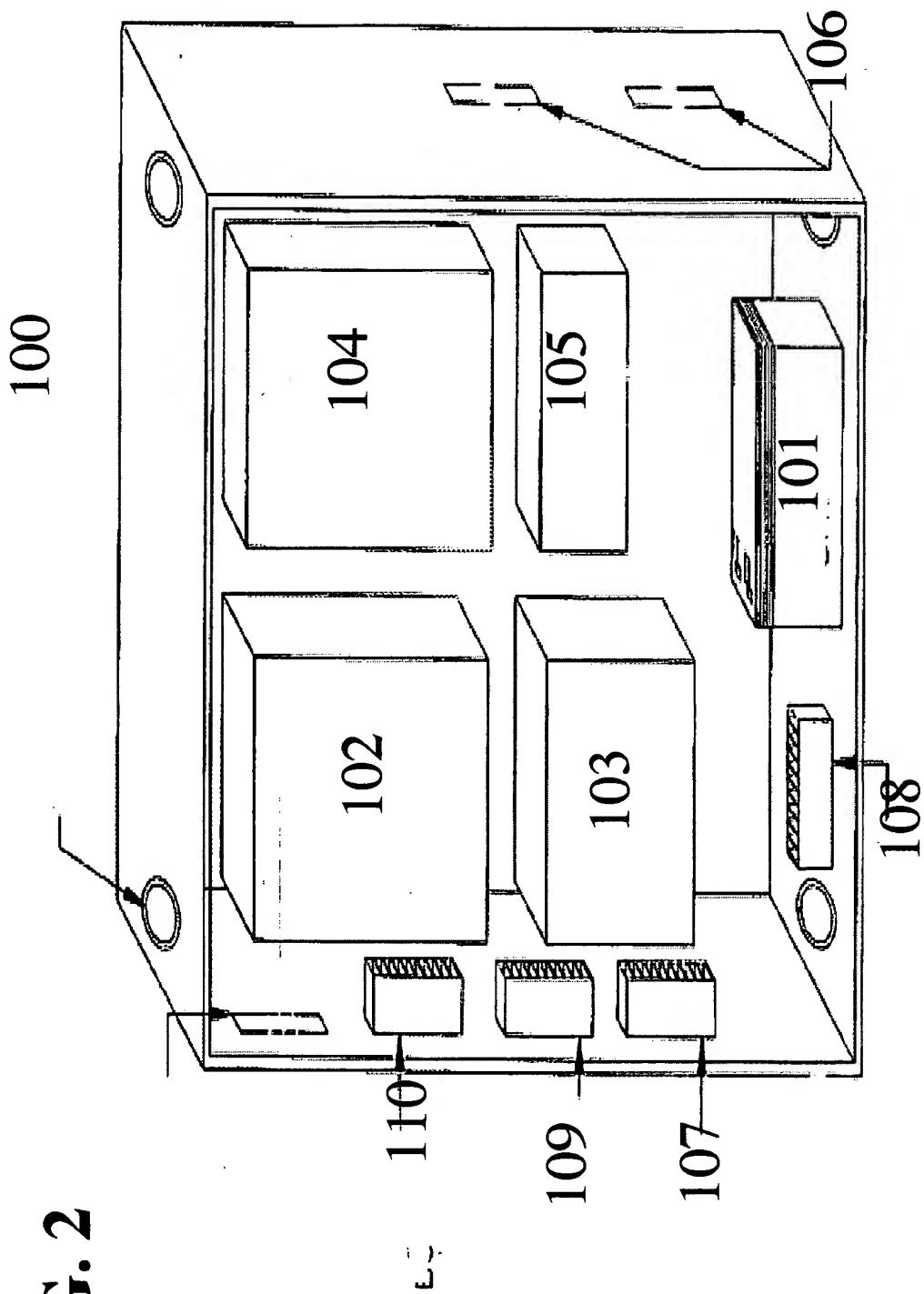


FIG. 3

Online Buyers and Sellers Sub-Systems

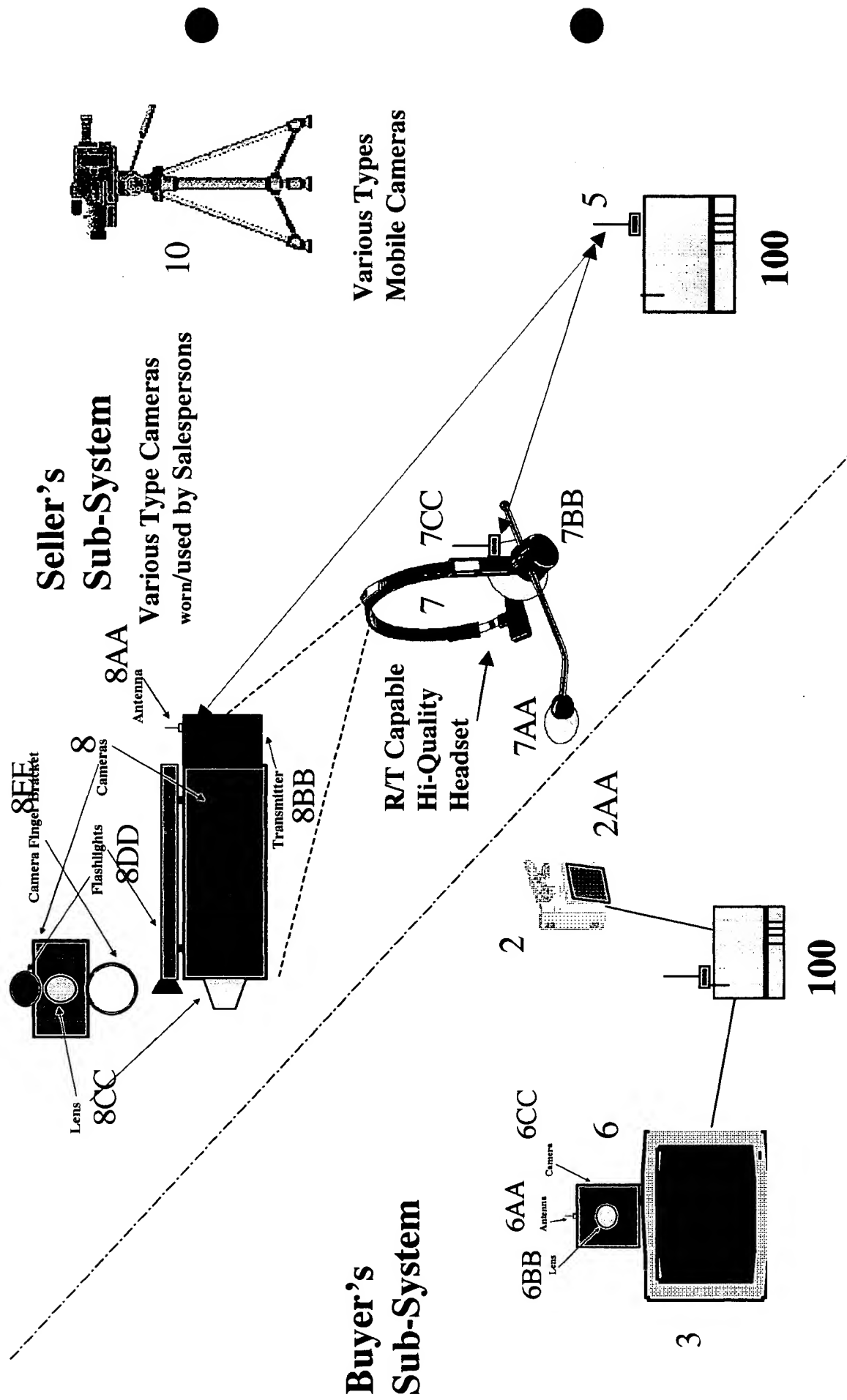
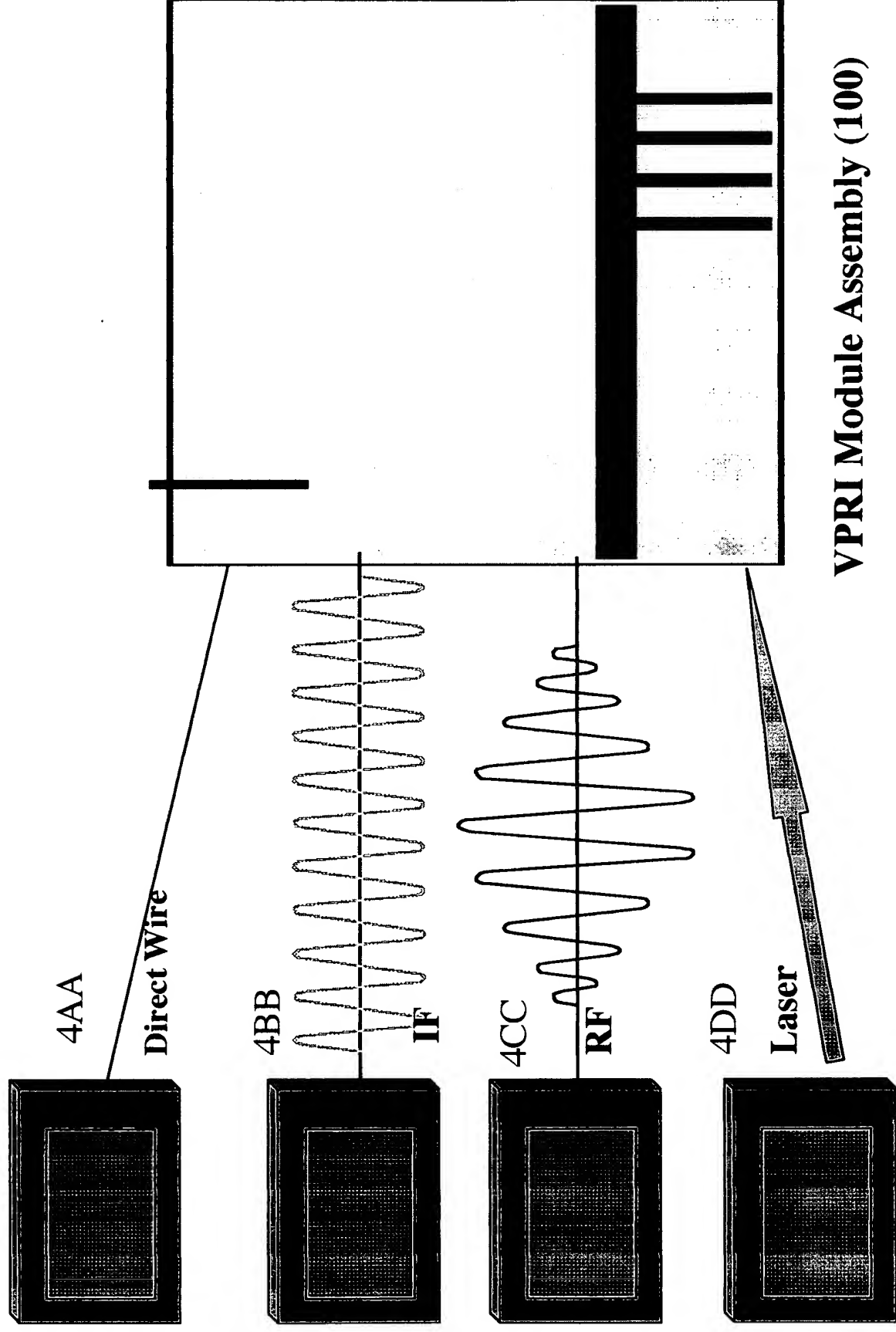


FIG. 4 **Methods for the Re-Ordering Module to Interface with the 100**



Remote Re-Ordering Modules (RRM)

FIG. 5

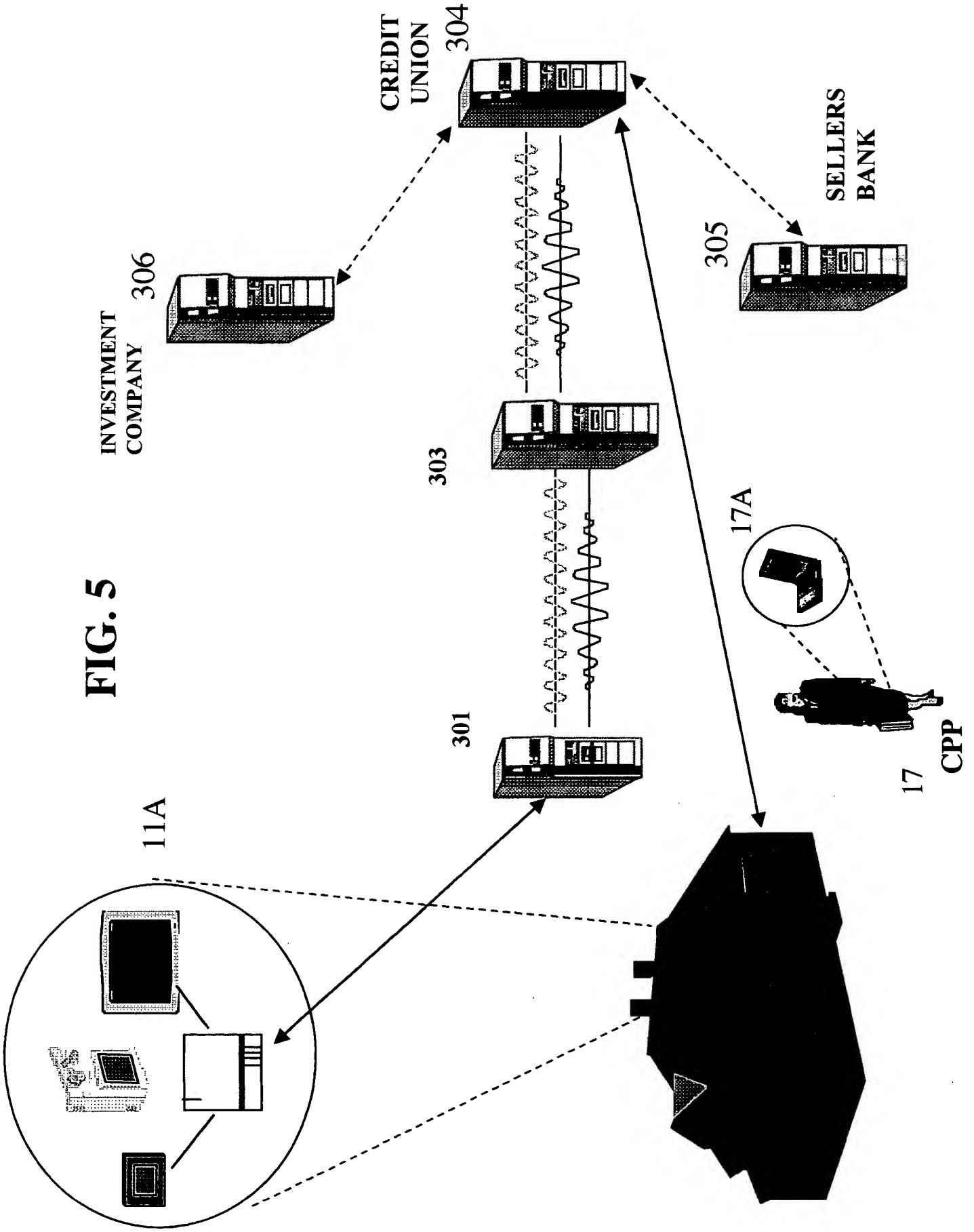


FIG. 6

The diagram illustrates a credit card payment system architecture. A dashed circle labeled 100 encloses the user interface components: CREDIT CARDS, a CARD READER, and a TERMINAL. Arrows indicate the flow of information from the credit cards to the card reader, and from the card reader to the terminal. The terminal is connected to a computer 301. Computer 301 is connected via a bus (represented by wavy lines) to a network of computers 303, 304, and 305. Computer 303 is also connected to a person 17A (CPP) via a monitor and keyboard. Computer 305 is connected to a BUS. BANK. Computer 304 is connected to an INVESTMENT COMPANY 306 and a CREDIT UNION. A large computer 18 is connected to the bus via a thick line.

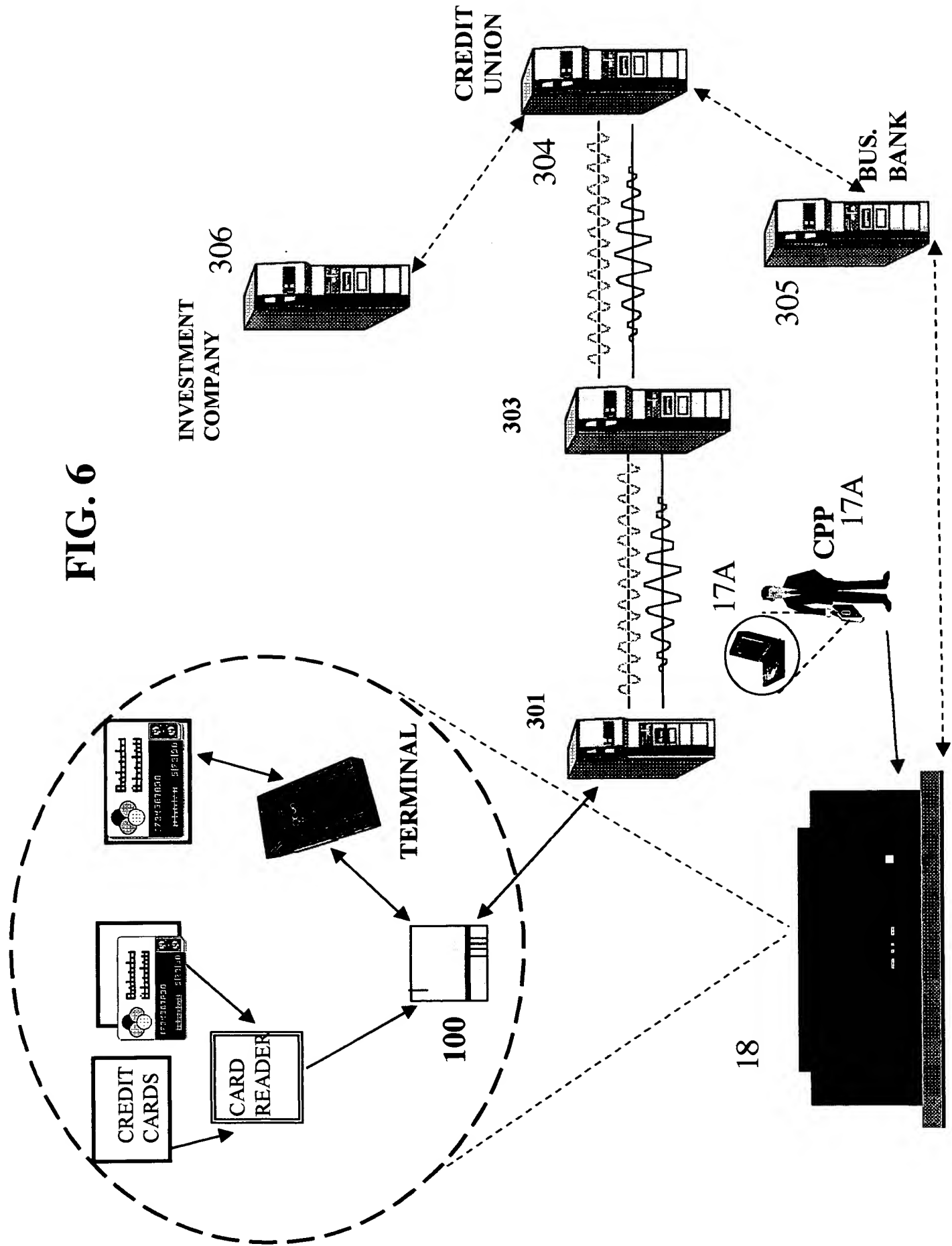
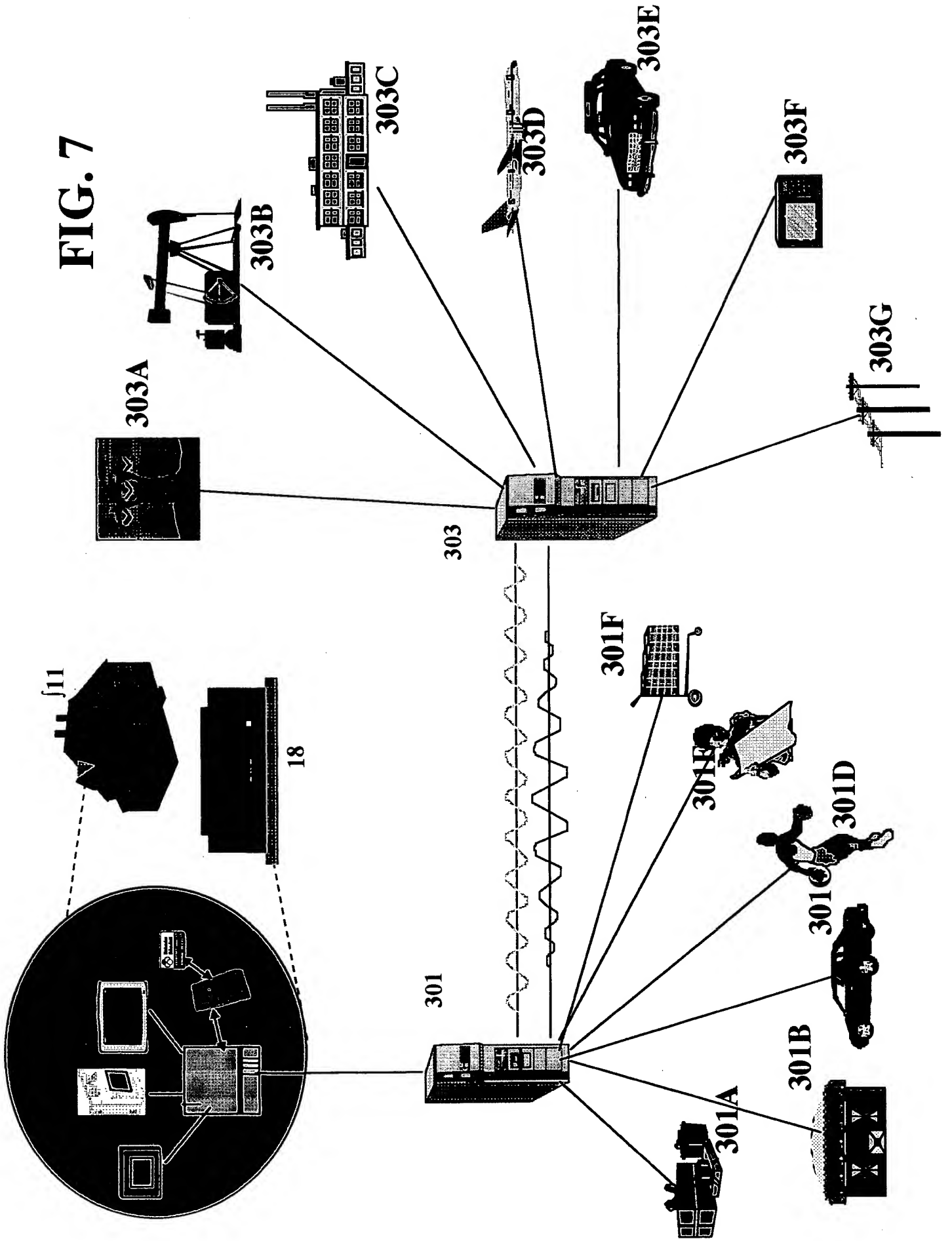


FIG. 7



Factories

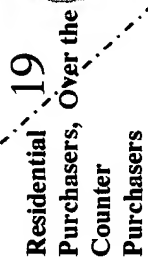


FIG. 9

World Wholesalers Concept (Buyers World)

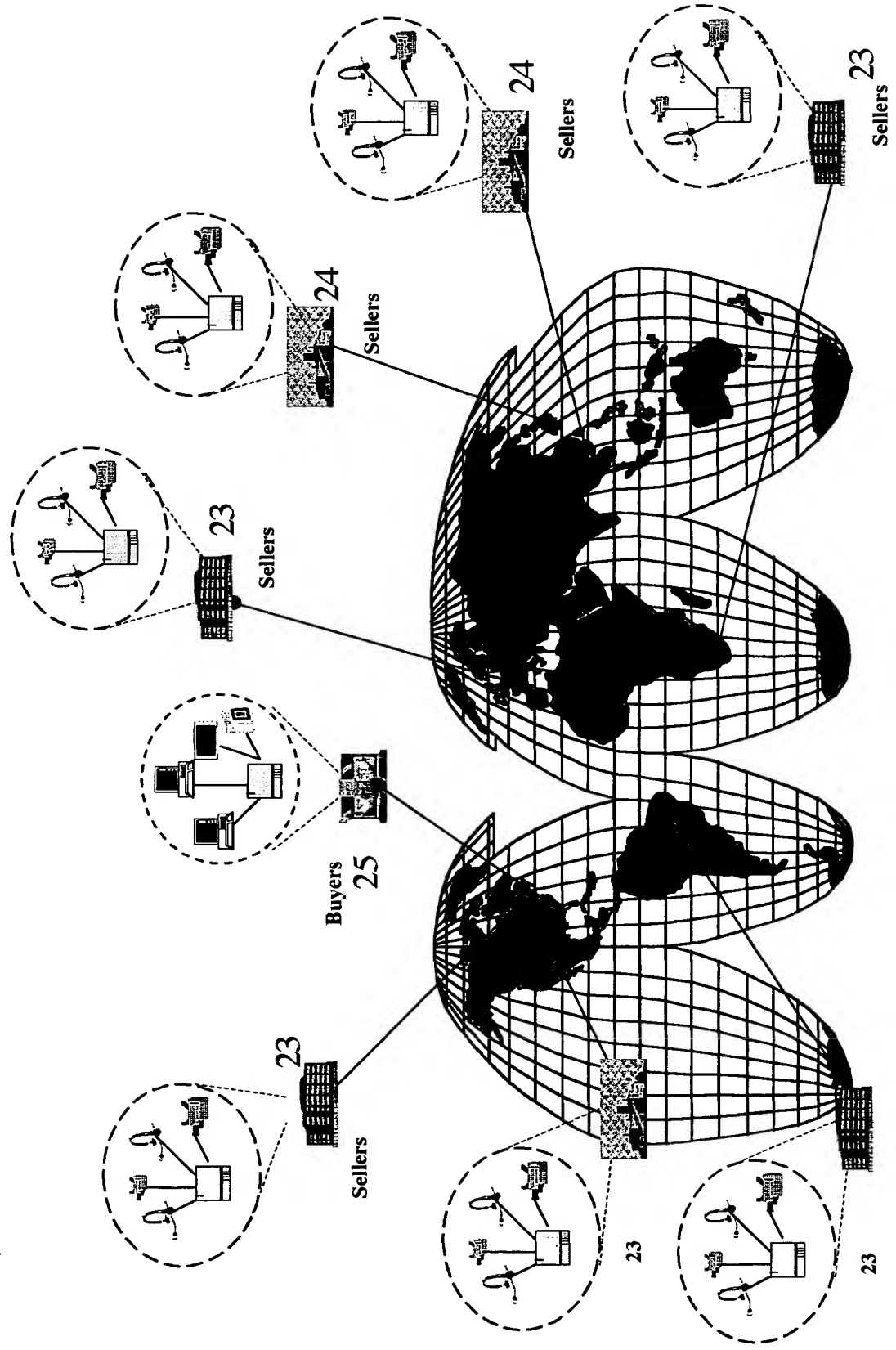


FIG. 10

World Mall Concept (Shoppers World)

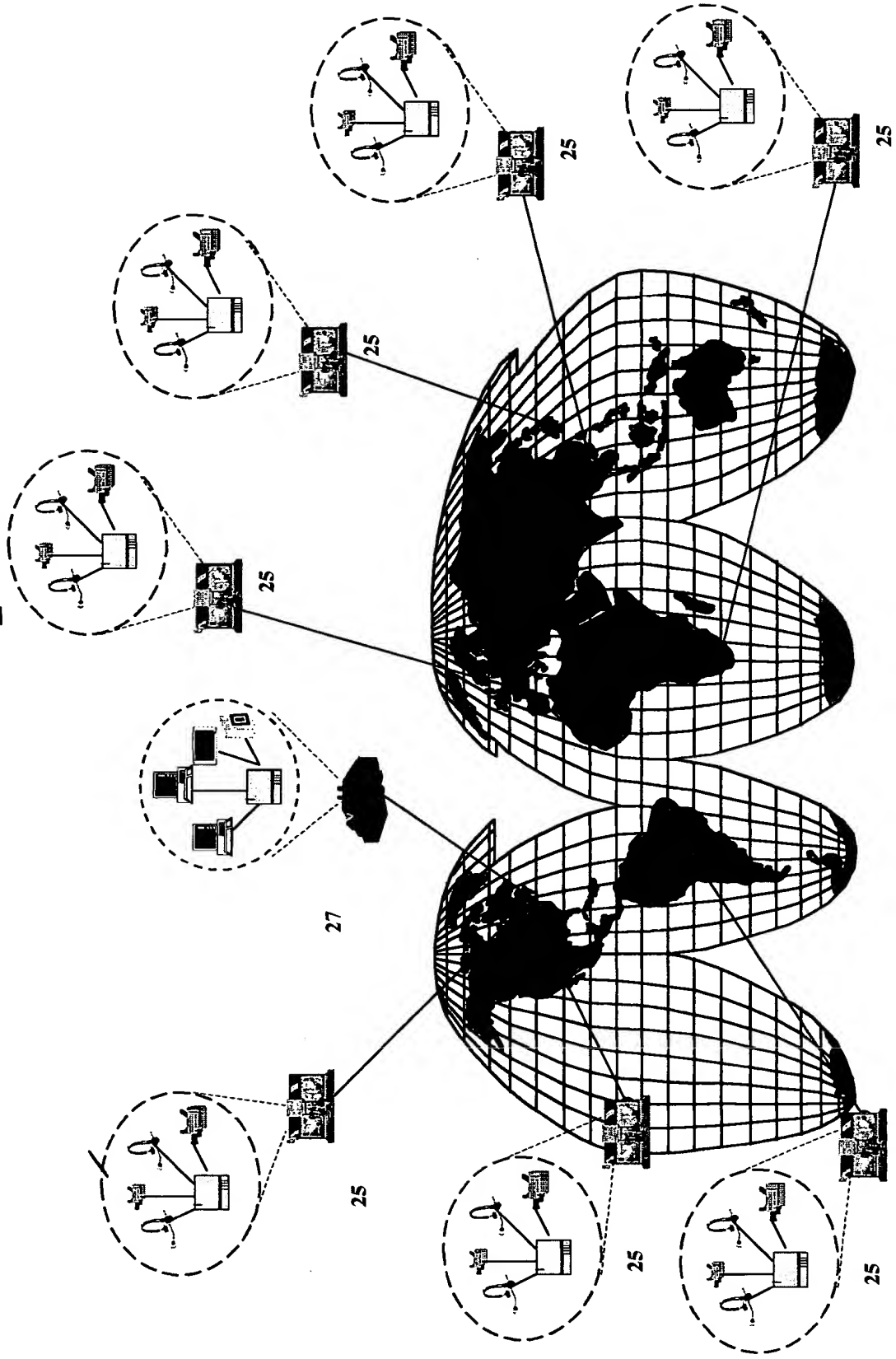
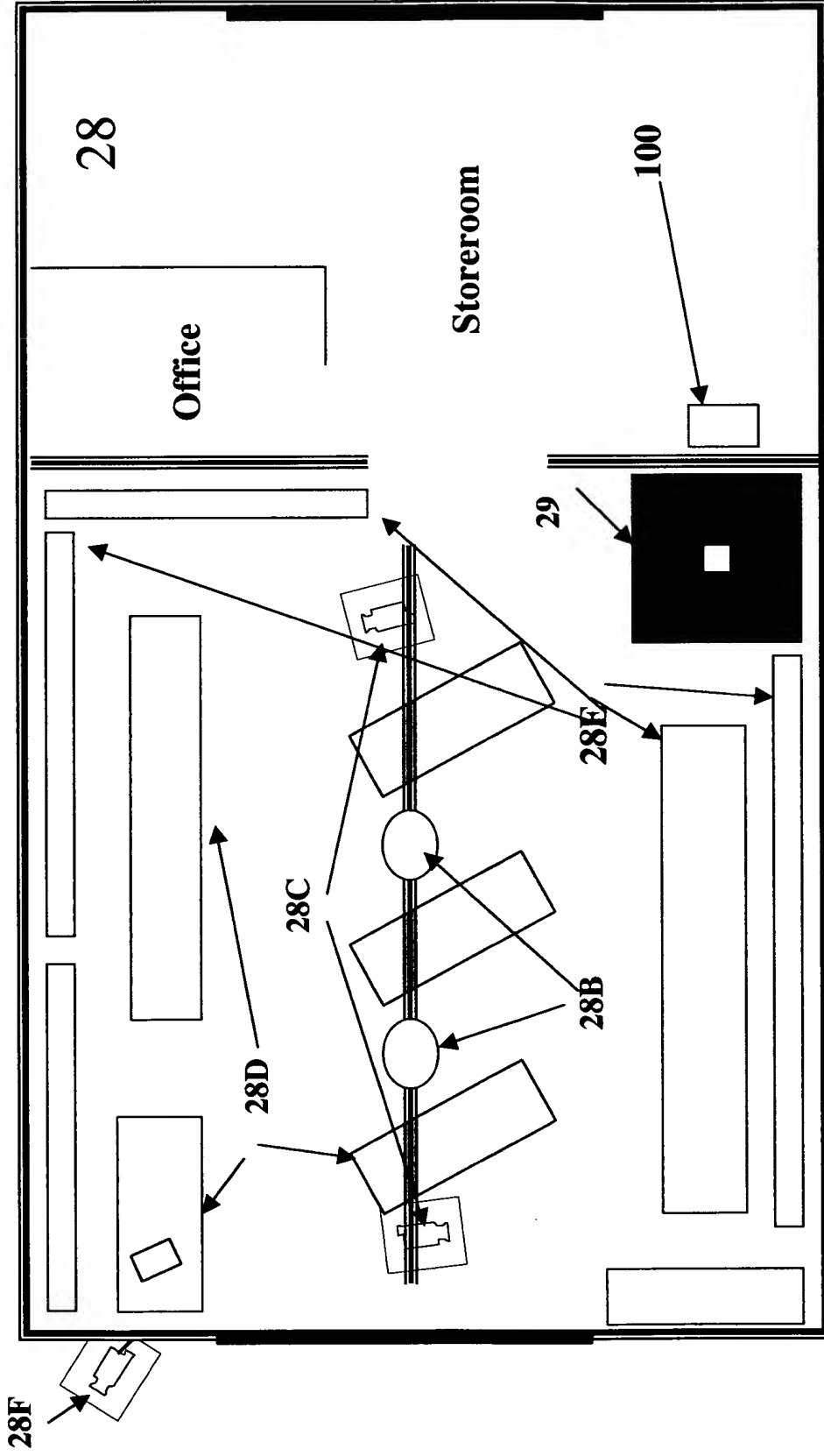


FIG. 11

Cyber Showroom (Top View)



CyberShowRoom (Entrance View)

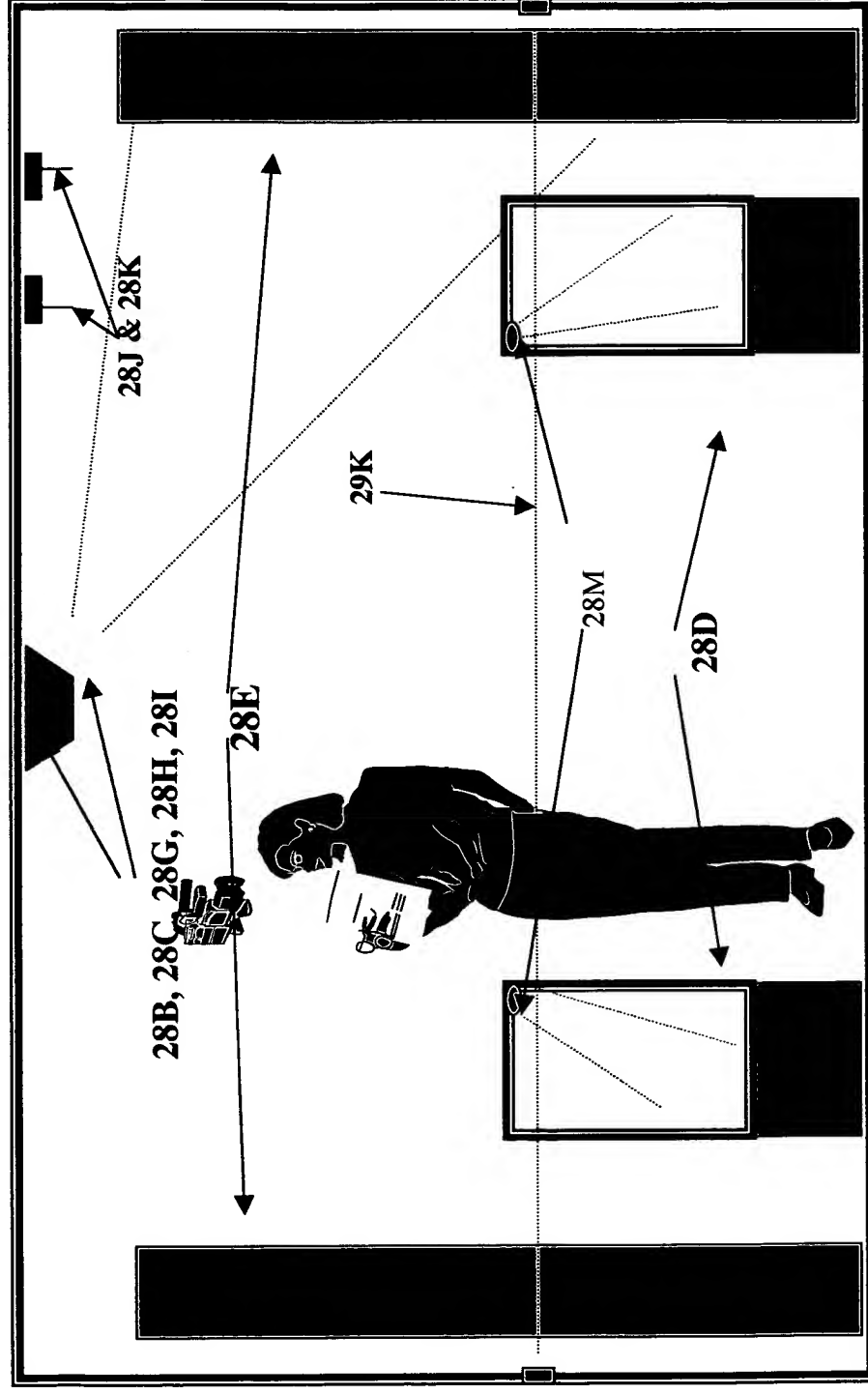


FIG. 13

REMOTE OPERATED ONLINE PRODUCT DEMO SYSTEM (CyberShowcase)

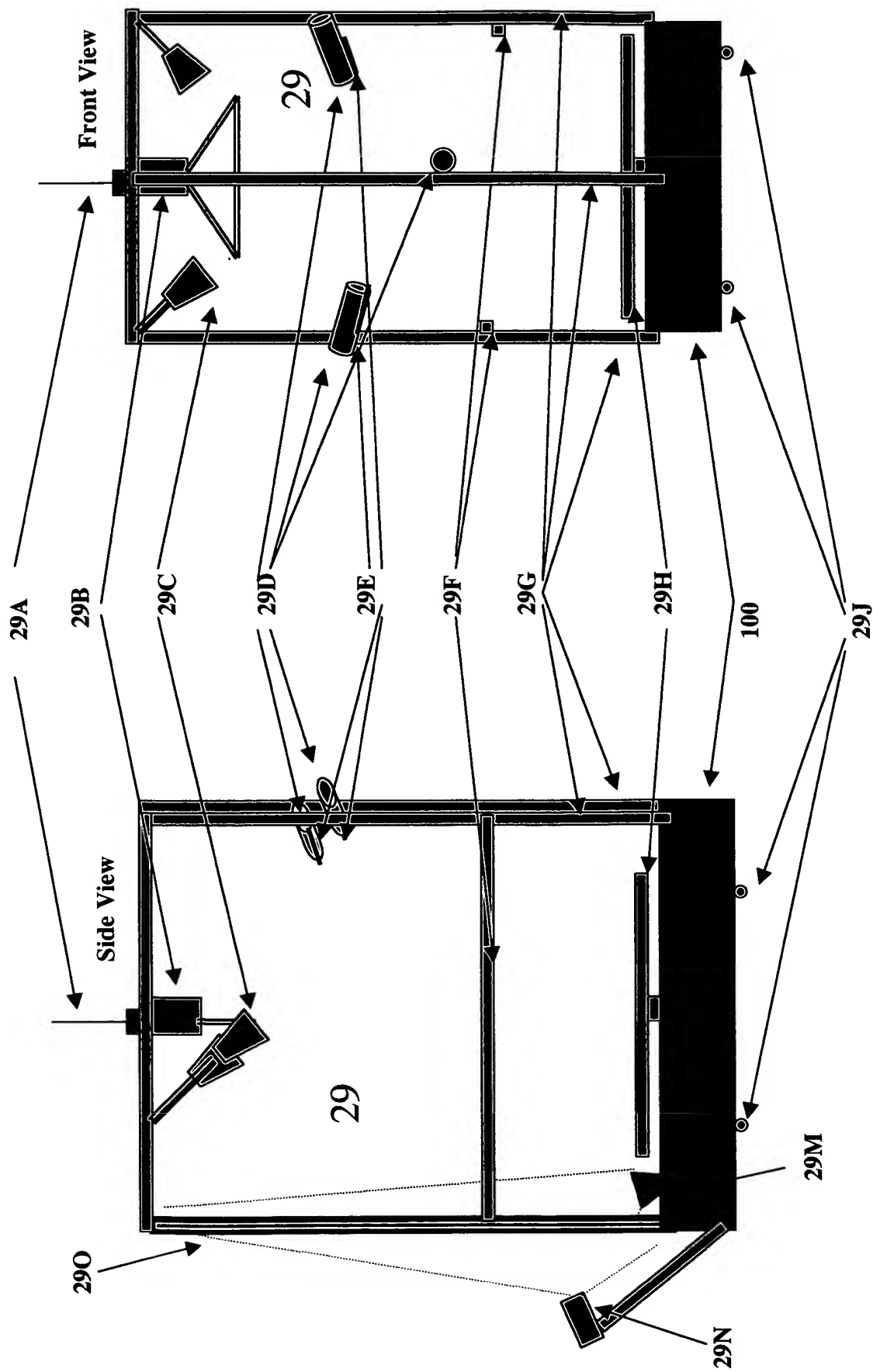
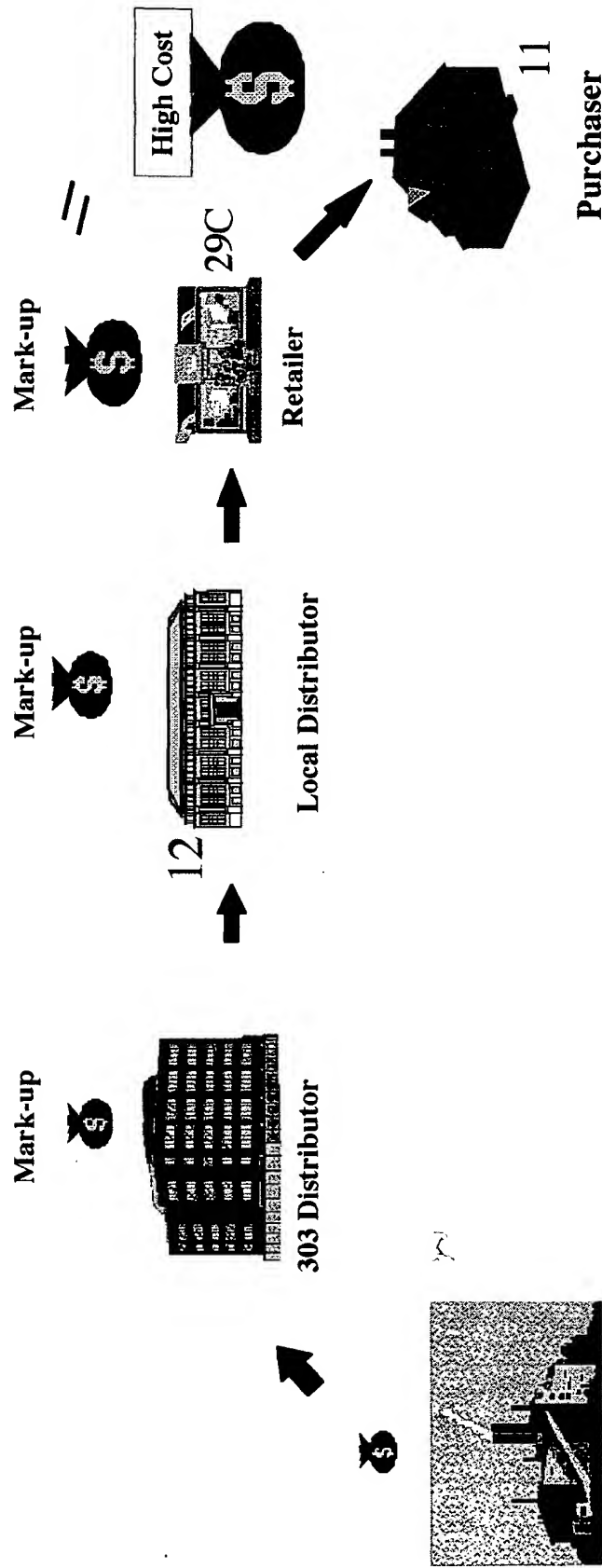


FIG. 14

Normal Distribution and Mark-up



Manufacturer

FIG. 15

Internet Purchasing and Distribution Cycle

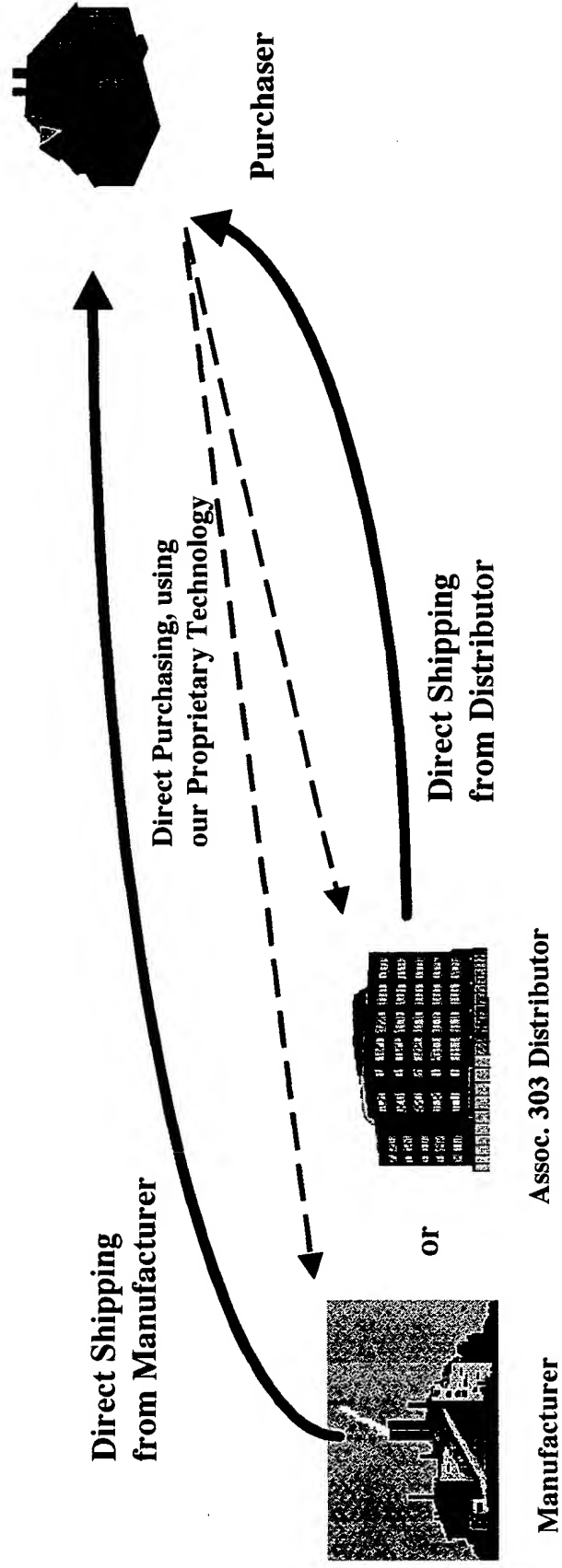


FIG. 16 **Commercial Purchaser**
Internet Purchasing and Distribution Cycle

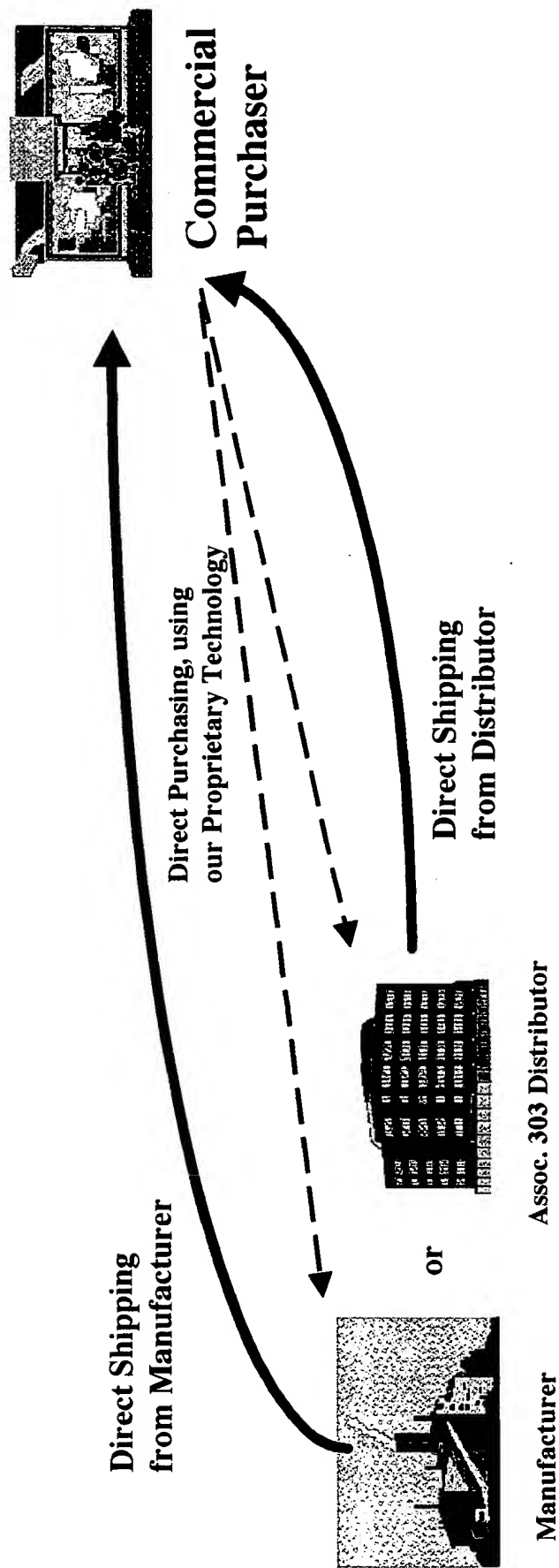


FIG. 17

We Eliminate Mark-up and Add Rebates

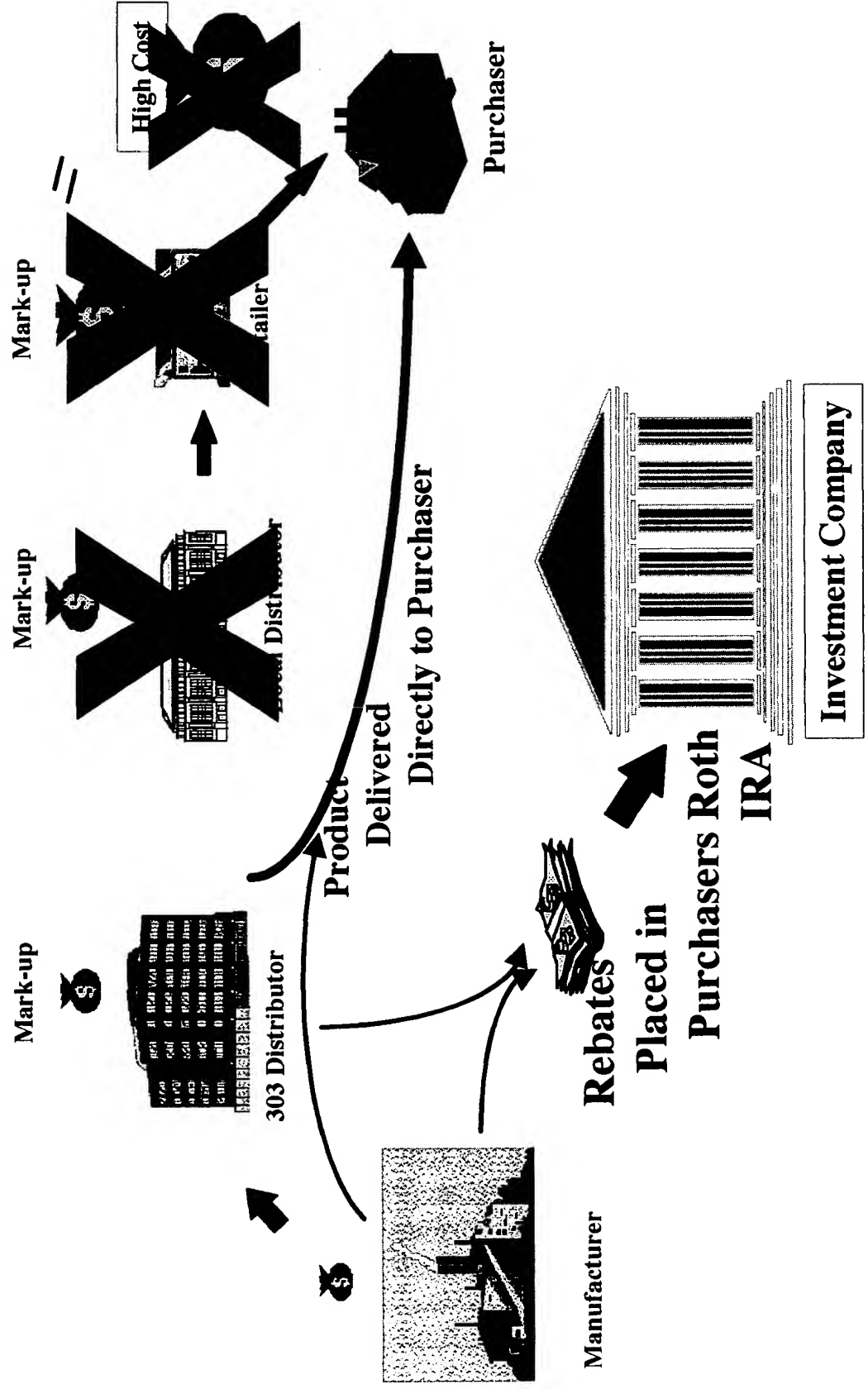


FIG. 18

Over-The Counter- Purchasing and Rebates

